



YASSINE BEN MILED

Software Engineer

SUMMARY

Versatile software engineering student experienced in web and desktop application development using C#, Scala, ASP.NET, and JavaFX. Developed scalable dashboards, e-commerce platforms, and immersive games, demonstrating a commitment to clean code, cross-platform functionality, and continuous learning.

CONTACT ME

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📍 Tunis

EDUCATION

Software Engineering

ESPRIT

2022 – PRESENT

SKILLS

Programming :

C#, C, C++, Scala, Java, Kotlin, PHP, JavaScript

Framework and Tools :

ASP.NET, .NET MAUI, WinUI 3, Symfony, Docker, JavaFX, Unity

Databases :

SQL Server, MongoDB, MySQL

CMS & Design :

WordPress, Adobe Photoshop

API & Integration :

Discord API, Steam Auth, Payment Gateways

Soft Skills :

Engineering mindset, problem-solving, team collaboration, project ownership

WORK EXPERIENCE

Summer Intern – CHIFCO

July 2024 – Sept 2024

Tunis, Tunisia

- Developed Scala-based web dashboards for Monoprix with strict delivery deadlines.
- Gained hands-on experience in large-scale enterprise development.
- Tech stack: Scala, MongoDB

Summer Intern – CHIFCO

Aug 2022

Tunis, Tunisia

- Worked on an ASP.NET MVC project involving SMS gateway and SQL Server.
- Gained foundational exposure to corporate work culture, development cycles, and team collaboration.
- Tech stack: C#, ASP.NET MVC, SQL Server

WordPress Developer – Trice

Mar 2020 – Dec 2020

Remote

- Designed and built an e-commerce platform for a ready-to-wear clothing brand.
- Focused on aesthetics, responsive design, and functionality.
- Tech stack: WordPress, Adobe Photoshop

EDUCATION PROJECTS

Notable Projects

- Manual of the Forgotten: SDL 1.2 2D platformer game with enhanced features
- Filmopia: PHP-based movie streaming site with PayPal integration
- Doorstep: E-commerce platform using JavaFX and Symfony with Konnect payments
- Rythm Strike VR: Beat Saber clone with full customization and JSON map reader
- PC Building Simulator AR: Mobile AR app simulating computer assembly
- Fragmented Online: Competitive multiplayer puzzle game with dynamic maps and sabotage mechanics

Personal Projects

- Game Launcher: WinUI 3 launcher with cloud sync and platform integrations
- Rust Plugins:
 - Discord Admin Panel (moderation via Discord)
 - Discord Server Panel (server control via Discord)

VOLUNTEER EXPERIENCE

Tuni'act

NOV 2022 – AUG 2024

Tunis Les Berges du Lac

- Rebuilt the organization's Facebook page and led public communication efforts.
- Participated in social service and charity events.

TGTV Services

NOV 2021 – PRESENT

Tunis, Tunisia

- Co-founded a hosting and development service provider for gaming communities.
- Projects include:
 - TGTV Web: ASP.NET platform with Steam authentication and game stats
 - Personal server hosting using Proxmox, pfSense, and Pterodactyl